Subject: Re: GUI tutorial started... (and documentation error)
Posted by mirek on Wed, 12 Apr 2006 11:38:41 GMT

gprentice wrote on Wed, 12 April 2006 07:32
So as not to waste a whole new topic on this ...

there's a minor doc error for ArrayCtrl IsCursor - should have >= 0

bool IsCursor() const
Checks whether the cursor is within the table. This is equivalent to GetCursor() > 0.
Return value

and ... to be on topic ... this tutorial is very useful and well written. How long would it take to figure out some of this detail without the tutorial - too long ...

Graeme

Thanks, bug fixed.

Thanks for warm words about my improving "tutorial writer" skills Going to write a couple of next chapters now...

Mirek